

Demo Project for Media Player

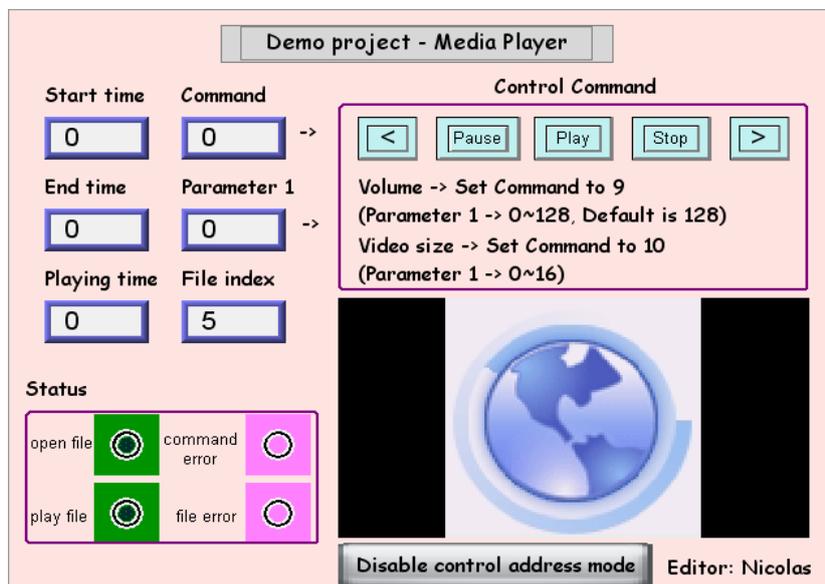
Table of Contents

1. Overview and Operation
2. Setting Up the Screen
3. Addresses

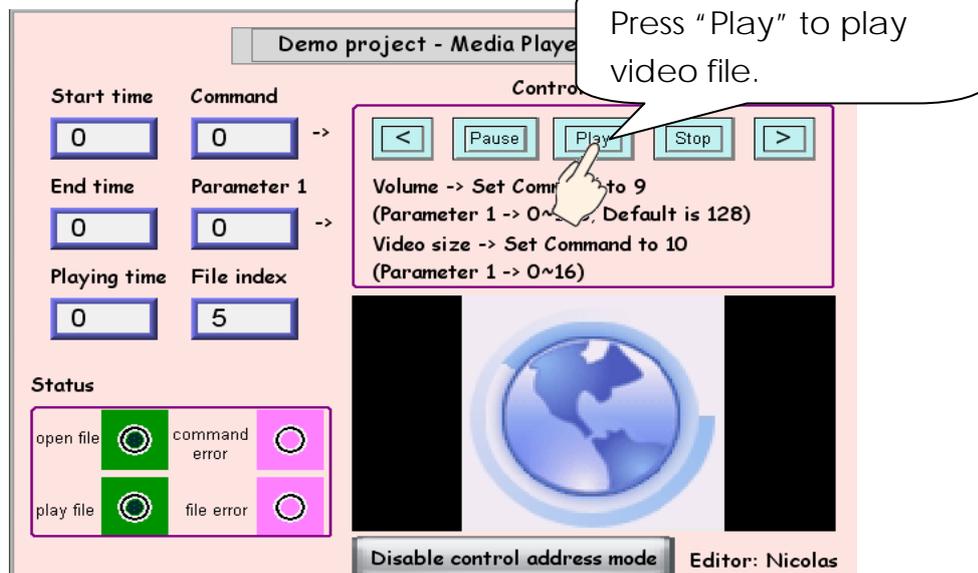
1. Overview and Operation

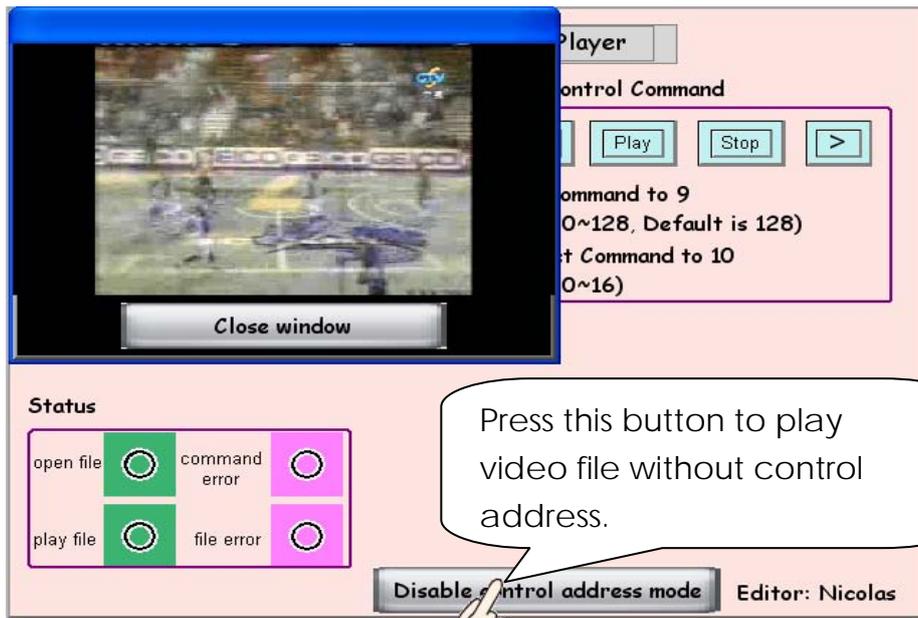
Overview

The Media Player function is not only used to play video files but also provides additional controls such as seeking, zooming, volume adjusting and so on. With Media Player, users can give operation and maintenance instructions or show standard procedures on video, which helps to create an environment that enables any on-site operators to perform tasks efficiently from clear, comprehensible instructions. (Note: The Media Player function is only available on MT8000X Series models.)



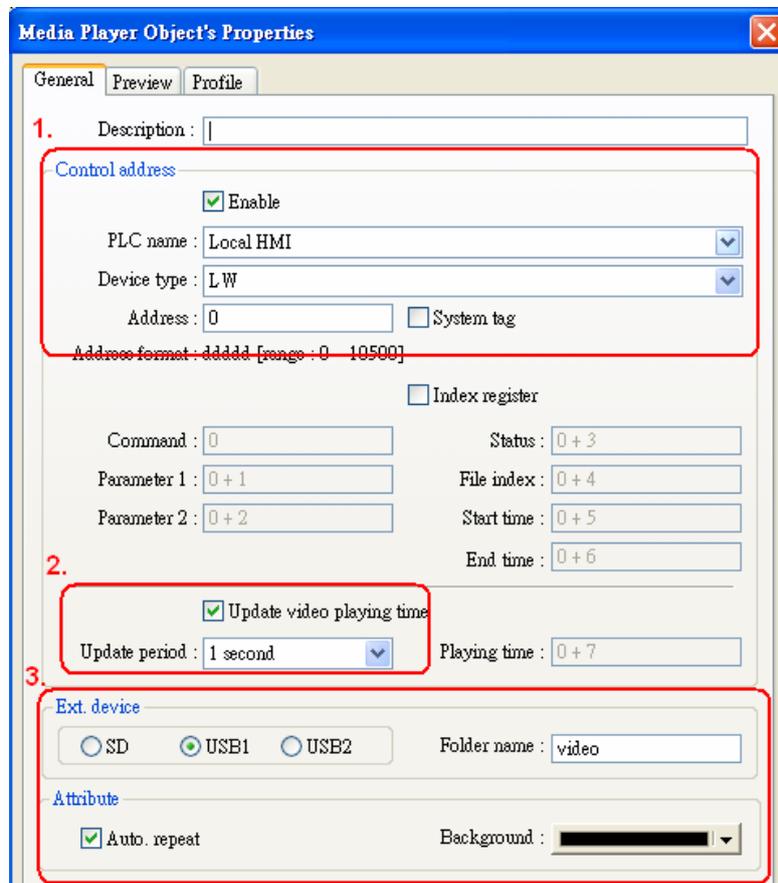
Operation



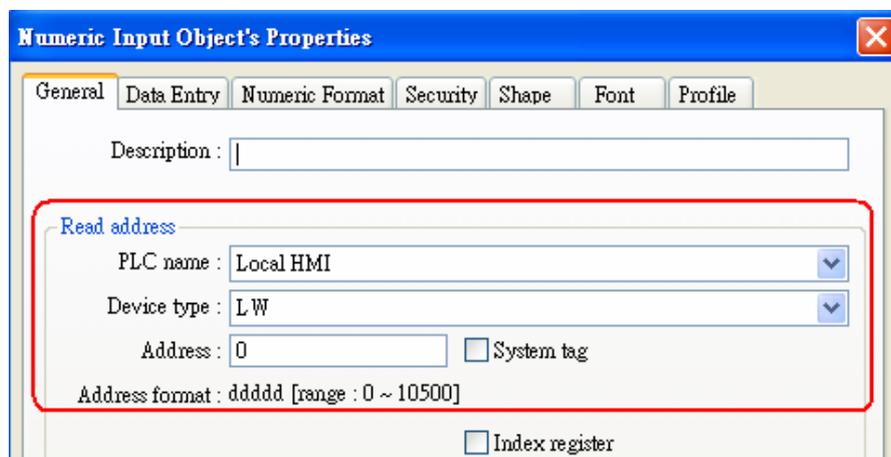


2. Setting Up the Screen

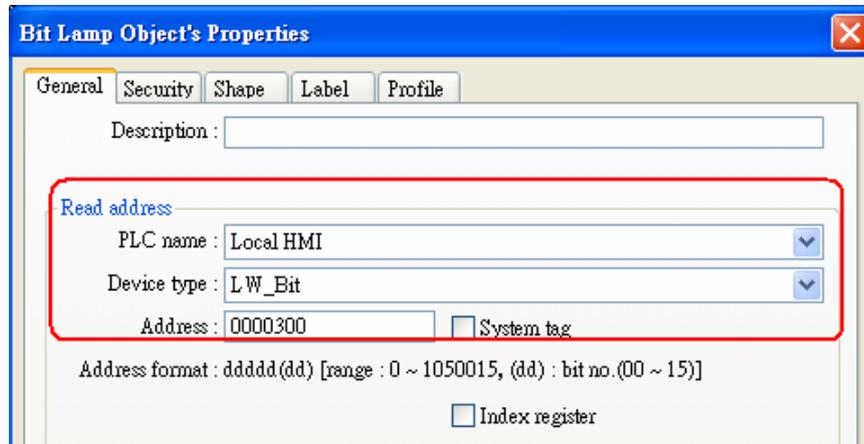
1. Click Media Player object and set a Control address (ex. LW0).



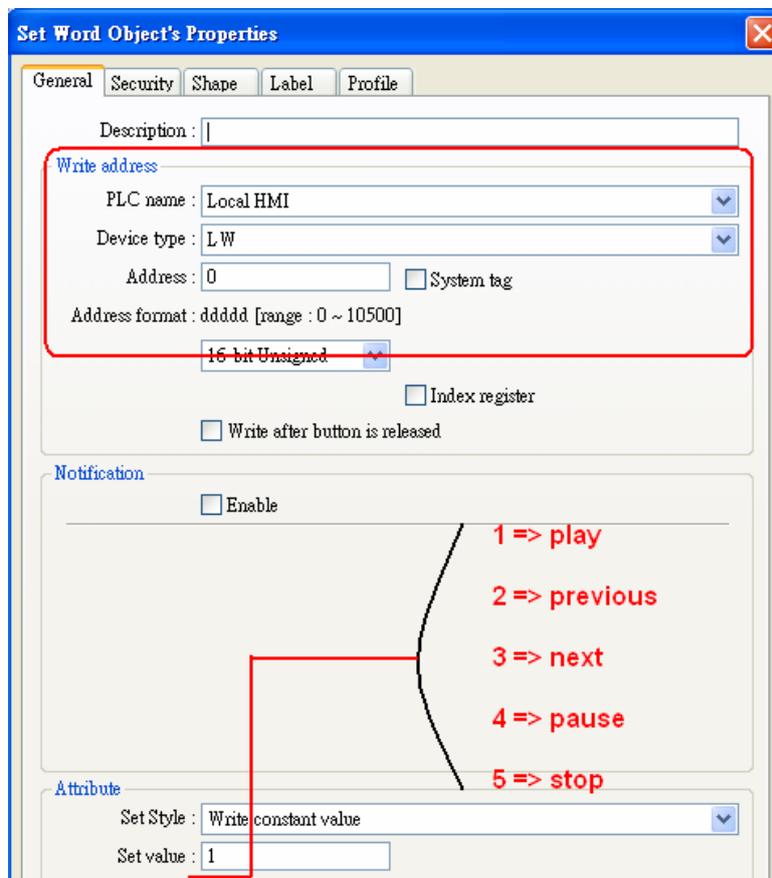
2. Create two Numeric input objects for *Command* (LW0) and *Parameter1* (LW1). And then create four Numeric display objects for *File index* (LW4), *Start time* (LW5), *End time* (LW6), and *Playing time* (LW7).



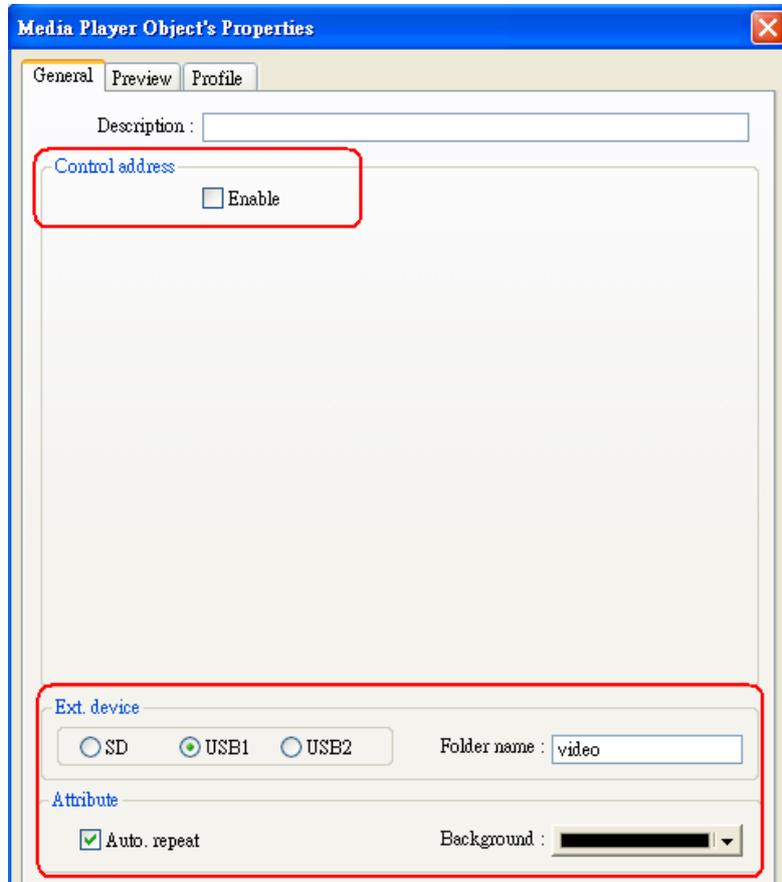
3. Create four Bit lamp objects for displaying status of *open file* (LW_Bit 0000300), *play file* (LW_Bit 0000301), *command error* (LW_Bit 0000308), and *file error* (LW_Bit 0000309).



4. Create five Set Word objects for Command input (LW0), and select "Write constant value" style and set different values.



- If users do not use “Control address”, the system will start playing the video in designated folder when the window pops up. An example in window 11 is shown in this demo.



3. Addresses

The addresses used in this demo project are listed below. Please change these addresses according to your system.

Object	Address	Object ID	Detail
Window10			
Media player	LW0	MP_0	Play video file (with control address)
Numeric input	LW0	NE_0	Command
	LW1	NE_1	Parameter1
Set word	LW0	SW_0	Play
	LW0	SW_1	Previous file
	LW0	SW_2	Next file
	LW0	SW_3	Pause
	LW0	SW_4	Stop
Numeric display	LW4	ND_0	File index
	LW5	ND_1	Start time
	LW6	ND_2	End time
	LW7	ND_3	Playing time
Function key		FK_0	Display popup window
Bit lamp	LW_Bit-300	BL_0	Status of open file
	LW_Bit-301	BL_1	Status of play file
	LW_Bit-308	BL_2	Status of command error
	LW_Bit-309	BL_3	Status of file error
Window11			
Media player	LW0	MP_0	Play video file (without control address)
Function key		FK_0	Close window